

Timer (Home Team @ Table or in direct communication with Table)

****If announcements will be made and the National Anthem will be played - clock timer must count down to **zero** at **TEN MINUTES prior to game start**. Ex: If game time is 6:15PM, the clock must hit zero at 6:05PM to allow time for announcements and National Anthem, and still start the game on-time.****

- 1) Start clock on official's whistle and/or arm signal:
 - a) On draws
 - b) During restarts in last 2 minutes of each half
 - c) On restarts after an official's time out
- 2) Stop clock on official's whistle and/or arm signal:
 - a) After goals – unless there is a 10-goal differential
 - b) During last 2 minutes of each half, if there is not a 10-goal differential.
 - c) On official's signal for timeout
- 3) Time player suspension period - Use time recorded in book --- Begin time=19:52/End time=17:52
- 4) Notify coach and/or player when player 2 minute penalty is over
- 5) Notify official of coach's requests for timeout (during dead ball)
 - i) Time team timeouts on stopwatch – may be managed by officials on field
 - ii) Blow horn at 1 minute 45 seconds and 2 minutes
- 6) Sound horn
 - 1) To indicate end of 1st half and end of game
 - 2) Substitution after goals
 - 3) Clock malfunction
 - 4) Notify of illegal sub (when there is a stoppage of play)
- 7) Notify of 10-goal differential (during stoppage of play after goal)
- 8) Notify officials of 2 mins remaining and last 30 seconds of each half, count down from 10 seconds loud enough for the officials to hear.

Varsity – 25-minute halves – stopped clock after goals. Stop clock every whistle in last 2 minutes of each half unless 10-goal differential.
Varsity Halftime: 10-minutes unless Captains agree to less prior to game.
JV – 20-minute halves – running clock after goals. Stop clock every whistle in last 2 minutes of each half unless 10-goal differential.
JV Halftime: Same as Varsity (see above)



It is recommended that the Visiting Team have a Scorekeeper and their own book at the Table

MS & Youth: 20 minute running halves, until the last 2 minutes of each half when the clock stops on every whistle (except when there is a 10-goal differential).
College club: 30-minute running halves, until the last 2 minutes of each half when the clock stops on every whistle (except when there is a 10-goal differential).